Tangled TALES™

By Gary Scott Smith & Alex Nghiem

This playbook explains how to play Tangled Tales. For loading instructions and the hardware you need to play, consult the Reference Card included with your game.

How to be an Apprentice

ou'll find that life as an apprentice is not easy. Money is tight, assignments are dangerous, and you have to scrounge spells wherever you can find them. Only a gifted and resourceful student can achieve success.

When you start playing, think carefully about your attributes: Strength, Intelligence, Speed and Charisma. Of these inborn abilities, Intelligence determines how many spells you can cast; Strength and Speed determine how well you fight, and Charisma measures how easily you can enlist people to help you.

Your attributes have ranks. The higher the rank, the better your character is in that category. Here are the ranks:

	WORST				BEST
Strength	Puny	Weak	Athletic	Mighty	Powerful
Intelligence	Moronic	Ignorant	Educated	Brilliant	Genius
Speed	Lethargic	Sluggish	Brisk	Energetic	Swift
Charisma	Offensive	Tactful	Diplomatic	Influential	Persuasive

It's rumored there are even higher ranks, earned by only the most worthy.

The standard character begins with the underlined attribute ranks. You can adjust your attributes before the game begins (see your Reference Card). If you reduce one attribute by a rank, you can add that rank to another attribute. For each rank you lose in one attribute, you gain one in another.

The better your Strength and Speed, the more elaborate the weapons and armor you can select to equip yourself. Strength also affects how much damage you can withstand, and Speed also affects how successfully you can run from monsters. Intelligence determines your starting spell points (the "currency" of magic). Charisma influences the prices characters charge you, as well as how long some hirelings stay with you.

You can select your character's gender, but your title only changes when you successfully complete Eldritch's assignments.

You begin as a lowly Initiate. The other ranks, in ascending order, are Magician, Sorcerer, and Wizard.

Playing Tangled Tales

The game screen shows what you see at the upper left, and where you are at upper right. Your character is always shown in the center of the map. To move, follow the instructions on your Reference Card.

In the middle of the screen is the command interface. Its pictures, or icons, display the commands you use in the game.

When you press the space bar, you enter command mode, and your character stops moving. A pointing hand appears beneath the icons. Move the hand to point to the command icon you want, then choose the command (see the Reference Card).

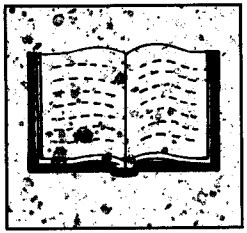
A second row of icons can be displayed using the lever on the right. Move the hand to the lever, and [flip it down] to display additional icons. [Flip the lever up] to see the first row again.

If you don't want to issue a command, press the space bar again to abort your action and go back to movement mode.

These icons appear in the first row. From the left:

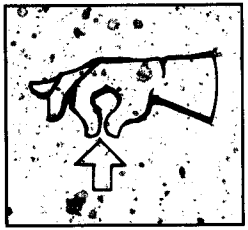
Look shows you your surroundings, the people in your party, and what you are carrying. Sometimes looking at something reveals more things you can look at. For example, you may look at a shelf and discover that a scroll lies on the shelf. Choose Look again to examine the scroll.

Look may also give clues to possible actions. For instance, if you look at a box and see that it's closed, you might select Actions and find a choice that lets you open the box.



Cast Magic, indicated by the Spell Book icon, lets you cast a spell you have learned. To cast a spell, use the arrow keys to highlight the desired spell and press Return to select it. Repeat this for all spells that you want to cast. When finished, press Space to cast the spell(s). To learn a spell, see Actions. Eldritch can provide information about some spells.

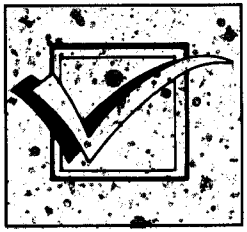
Spells are either non-continual or continual. Non-continual spells, like Recall or Heal, cost you spell points only at the time you cast them. Continual spells, like Light, drain spell points as long as they are active.



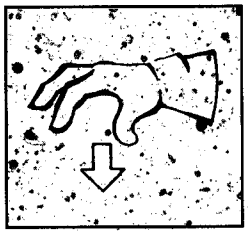
Get shows a list of all of the items you can pick up in your current location. Select the item you want to pick up, or select ALL to pick up everything. You can carry up to 30 items in your backpack.

These icons appear in the second set of the command display:

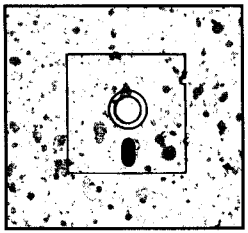
Talk lets you speak with people in your party or standing nearby. You can greet someone, ask questions, try to buy something, or ask a person to leave your party. See Getting to Know People.



Actions includes special commands: learning spells so you can use them to Cast Magic, speaking magic words, moving objects, drinking potions. Often issued after Look, this command sometimes provides clues about a promising approach to a problem.

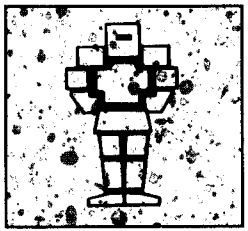


Drop/Give lets you remove an item from your backpack. You can give an item to a person you are talking to or just drop it where you stand. If the person accepts the item, he or she will pick it up.



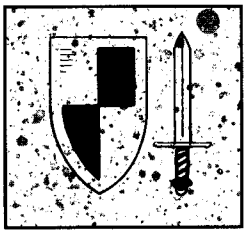
Save Game stores the current status of the expedition on the diskette, so you can end the play session or try something foolish. The game also saves itself occasionally.

To resume playing from the point you saved, choose CONTINUE THE EXPEDITION at the opening screen.

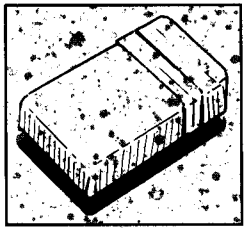


Inspect/Inventory tells how many gold pieces and spell points you have, as well as your current health.

If you press Return, this command shows a brief description of the members of your party, including the status of their health. If the list runs longer than one screen, press any key except the space bar or Return to see the next page. Press Return again for a list of items you carry.



Equip lets you choose weapons, armor, and a shield. Use the Return key to select the items(s) you wish to use, then press the space bar when you are finished. The equipment screens show all the items your current Strength and Speed allow you to carry. Note that you cannot Drop/Give this equipment.

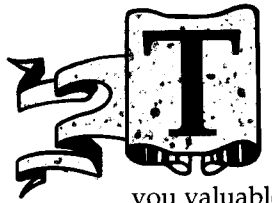


Rest halts the expedition while you and your companions rest. This restores your health and spell points. But you should choose someone to stand guard against prowling monsters. The guard doesn't get to rest or heal.

When you fight, new commands are automatically displayed. See Combat, page 9.

Some commands give you new choices. These appear in the text window at the bottom of the screen. For instance, if you want to Drop/Give something, the game asks you to choose which item to drop. Move the cursor bar to the item you want and select it, or press the space bar to abort the command.

Getting to Know People



The citizens of Fairhaven and its environs are, without question, a peculiar lot. But by and large they're harmless, and they can give you valuable aid or information.

When you encounter someone (being on the same spot on the map), his or her picture will appear along with an identifying name. To greet the individual, choose the Talk command and the Greet option. Often a polite greeting leads to a pleasant chat, the imparting of information, or even a request to join the expedition.

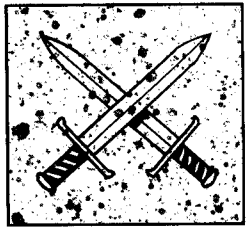
Other options the Talk command might offer:

Ask about something: You can select a question from a list of subjects you currently "know about" in the game.

If the person you are talking to has brought up some weighty topic in conversation, look under this option to see if the subject has been added to your character's list of "known" question topics.

Buy an item: Some people, especially merchants, have valuable merchandise – at least, they think so. They will customarily offer discounts to a smooth, charismatic customer.

Ask the person to leave: If you are talking to someone who has already joined your party, this choice lets you dismiss the character from your hire. Some hirelings won't leave!



Fight

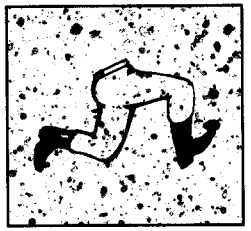
Ask the person for a cure: Some citizens, such as Fairhaven's pious Brother Vincent, can magically cure people of wounds, poison, paralysis, or even death. A donation for this service is mandatory.

Say Goodbye: To end a conversion with a character it is usually considered polite to say "goodbye" rather than walking off unannounced.

Combat

As a rule, apprentices do not actively seek physical conflict. But if conflict has found you, new icons will appear on the command interface. Reading from left to right:

Fight lets you attempt to inflict bodily harm on a foe with your Equipped weapon. To attack, move your character onto a nearby enemy and choose this command. Your Speed attribute determines whether you or the opponent attacks first.



Run Away

Inspect/Inventory and Actions work normally. Inspect/Inventory shows the status of each of your party members. That may indicate whether a Heal spell is needed.

Run Away is often the better part of valor, especially against powerful foes. You can escape if your Speed attribute exceeds your foe's.

Cast Magic lets you cast any non-continual spell that you have learned. As with the Fight command, your Speed attribute determines whether you can cast your spell before the opponent acts.

Other members of your party decide for themselves whether or not they will participate in combat. A message is displayed only when another character in your party kills or is killed by an opponent.

You can encounter foes in the least likely places. Even ordinary basements may harbor a giant serpent or two. Sometimes wizards like to throw these obstacles in their apprentices' paths to keep them wary. So stay alert!

Staying alive

se the Inspect/Inventory command to see how well you are faring. It will tell your status - whether you are healthy or poisoned - and your wound level.

The wound levels, in increasing order of severity: Not at all, Bruised, Lightly Wounded, Heavily Wounded, Intensively Wounded, Critically Wounded, and Unconscious. As described under Rest, a good night's rest restores your health.

If all else fails and you die, Eldritch may try to find someone to resurrect you. ***After all, good apprentices are hard to find!***

Having a Party

aturally, being an apprentice bestows a great deal of status upon the wizard-in-training. You will find that as you encounter the citizens of the land that you will be able to convince some of these people to become your companions. Others that you encounter will gladly assist you in your tasks if you share your gold in payment for their service. In any case, you will have the opportunity to explore the realm with your companions.

Having a party of adventurers with you is important, for it will allow them to combine their talents and skills with yours. Also, some of your friends will assist you in combat. This can be extremely beneficial for obvious health reasons. Another benefit from having a large party is that certain characters have knowledge of people and places that you would not. Thus, don't be surprised if you find that one of your friends will be able to reveal a clue to a puzzle that you couldn't solve otherwise.

All of these benefits are lost, however, if one of your companions is unconscious or dead. A person who might normally say or do something important at a certain location won't be much help if incapacitated. It is important to keep all your people healthy and happy.

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